DIGIPEN INSTITUTE OF TECHNOLOGY

Graduation and Employment Rates reported to Accrediting Commission of Career Schools and Colleges

The following chart indicates the graduation and employment rates for each program in the Institute's 2024 Annual Report:

Programs	Length in Months	Graduation Rate	Employment Rate
Bachelor of Science in Computer Engineering (BSCE)	44	30% (3 out of 10)	100% (3 out of 3)
Bachelor of Science in Computer Science (BSCS)	48	74% (17 out of 23)	82% (14 out of 17)
Bachelor of Science in Computer Science and Digital Audio (BSCSDA)	48	50% (8 out of 16)	75% (6 out of 8)
Bachelor of Science in Computer Science and Game Design (BSCSGD)	44	49% (36 out of 73)	63% (22 out of 35)[2]
Bachelor of Science in Computer Science in Machine Learning (BSCSML)[1]	48	N/A	N/A
Bachelor of Science in Computer Science in Real-Time Interactive Simulation (RTIS)	44	73% (45 out of 62)	81%[3] (30 out of 37)[2]
Bachelor of Fine Arts in Digital Art and Animation (BFA)	44	71% (72 out of 101)	40%[3] (26 out of 65)[2]
Bachelor of Arts in Game Design (BAGD)	44	66% (43 out of 65)	56% (23 out of 41)
Bachelor of Arts in Music and Sound Design (BAMSD)	48	100% (6 out of 6)	50% (3 out of 6)
Master of Science in Computer Science (MSCS), Full-Time	24	88% (14 out of 16)	100% (14 out of 14)
Master of Science in Computer Science (MSCS), Part-Time	48	25% (1 out of 4)	100% (1 out of 1)
Master of Fine Arts in Digital Arts (MFA), Full-Time	24	75% (6 out of 8)	67% (4 out of 6)
Master of Fine Arts in Digital Arts (MFA), Part-Time	48	100% (1 out of 1)	100% (1 out of 1)

Glossary:

Length in Months: The actual amount of time a student must commit to a program to receive his or her credential, including breaks, holidays, and variations of schedule.

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Glossary (continued):

Graduation Rate: The school's official graduation rate for each cohort and for the program within the reporting period. The graduation rate is calculated based on the number of students who graduated from the program within 150% of the stated program length.

Employment Rate: The school's official rate of graduate job attainment for each cohort and for the program within the reporting period[4]. The school's official rate of employment is that which is used to determine compliance with accreditation requirements. The employment rate is calculated based on the number of graduates employed in jobs for which the program trained them.

[1] *The first cohort of the Bachelor of Science in Computer Science in Machine Learning program matriculated in 2019; there are no graduation and employment rates to be reported in accordance with ACCSC requirements.*

[2] *A small number of graduates were categorized as "Graduates – Unavailable for Employment," and therefore, removed from the denominator. This category removes from the employment rate calculation those who fall into one of the following categories; death, incarceration, active military service deployment, the onset of a medical condition that prevents employment, or international students who have returned to their country of origin.*

[3] *A small number of graduates were categorized as "Graduates – Further Education," and therefore, removed from the denominator. This category removes from the employment rate calculation those who complete their credentials and then continue their educational pursuits for another credential.*

[4] *The Reporting Period for 44-month baccalaureate degree programs: Beginning October 2017 and ending September 2018, based on July 2024 Report Date. The Reporting Period for 48-month baccalaureate degree programs: Beginning April 2017 and ending March 2018, based on July 2024 Report Date. The Reporting Period for 24-month full-time master's programs: Beginning April 2020 and ending March 2021, based on a July 2024 Report Date. The Reporting Period for 48-month part-time master's programs: Beginning April 2017 and ending March 2018, based on a July 2024 Report Date.*